

Velunus Magidicus

Warden

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Imperial

RACE

ALIGNMENT

XP

CHARACTER NAME

STRENGTH

12

+1

DEXTERITY

14

+2

CONSTITUTION

9

-1

INTELLIGENCE

12

+1

WISDOM

16

+3

CHARISMA

9

-1

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +2 Dexterity
- ☐ -1 Constitution
- ☒ +2 Intelligence
- ☒ +5 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☒ +3 History (Int)
- ☒ +5 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

13

PASSIVE WISDOM (PERCEPTION)

16

ARMOR CLASS

+2

INITIATIVE

30'

SPEED

HIT POINT MAXIMUM 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

TOTAL 3

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

Sword

+3

1d6+1 slash

Frost Cloak:

-Gain 10 temporary Health

Swarm:

-Force an opponent to pass a Constitution save or inflict 1d6 Poison damage

ATTACKS & SPELLCASTING

Breastplate Armor
Shield
Sword

The common folk love me for my kindness and generosity.

PERSONALITY TRAITS

Life is like the seasons, in constant change, and we must change with it.

IDEALS

I fight for those who cannot fight for themselves.

BONDS

I'm a sucker for a pretty face.

FLAWS

Fungle Growth
(1x a day):

-Heal 1d8+3 yourself and an ally.

Diplomat:

-Gain Advantage on Persuasion and Deception.

Animal Friendship:

-Charm an animal.

Create Food and Water
(1x a day):

-Create 5 liters of clean water.
-Create 2 kg of basic food.

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS